

VIC-20

(VT-1006)

THE FRIENDLY COMPUTER



SLITHER & SUPER SLITHER

Also can be used with Joy Stick.

OBJECT:

Capture as many points as you can within 1 minute, by steering your "worm" into the boxes without crashing.

SCORING:

Each box that appears on the screen has a point value shown in its center.

TO PLAY:

Steer the "worm" with the following keys:

I = UP
J = LEFT K = RIGHT
M = DOWN

In the game SLITHER, the boxes will only appear one at a time, and a new box will appear each time the old one disappears. Also, each time you hit a box, your tail becomes 1 space longer.

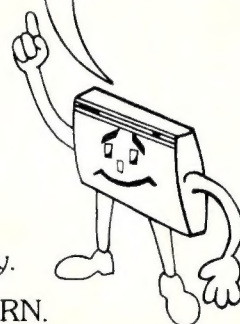
In SUPER SLITHER, there may be up to 3 boxes on the screen at any 1 time. Your tail will now grow one space for every point in the box you hit.



Commodore Business Machines, Computer Systems Division
681 Moore Road, King of Prussia, Pennsylvania 19406

LOADING AND STARTING THE PROGRAM

VIC Programs are
easy to load and
fun to use.



1. Set up your VIC20 computer, TV set, and Commodore cassette recorder.
2. Place the tape in the recorder, label side up. Most tapes are recorded on both sides, several times on each side.
3. Press the REWIND key on the recorder.
4. When the tape stops moving, press the recorder's STOP key.
5. Type the word LOAD on the VIC's keyboard and hit RETURN.
6. The message PRESS PLAY ON TAPE appears on the screen. Press the PLAY key.
7. The words OK and SEARCHING should appear and the tape runs.
8. After a few seconds, the VIC will display FOUND (name) and the word LOADING.
9. After a minute or so, the VIC says READY.
10. To "run" the program, simply type the word RUN on the keyboard and hit RETURN. The program will start.

IF YOU HAVE TROUBLE LOADING

1. Type the word LOAD and hit RETURN again. (There is a second copy of the program on the same side of the tape.)
2. Turn the VIC off, then on. Rewind the tape and try again.
3. Check the troubleshooting chart in the VIC manual.
4. See your Commodore VIC dealer, or call the Commodore Hotline (800-523-5622 outside Pennsylvania).